

EURO CHAMP

© TAITO CORP. 1992



TM
92

8-WAY
JOYSTICK



A-BUTTON



B-BUTTON



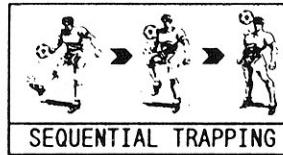
	DEFENSE	OFFENSE
A-BUTTON	SHOOT	SLIDING
B-BUTTON	PASS	ROUGH PLAY (PUNCH, KICK, etc.)



SUPER TECHNIQUES



CYHOLDING



SEQUENTIAL TRAPPING

USE THIS FOR AVOIDING AUTO-MATICALLY OPPONENTS SLIDING!!

KEEP THE A-BUTTON PRESSED WITHOUT TURNING THE JOYSTICK!!



HEEL KICKING

PRESS THE B-BUTTON IN FRONT OF AN OPPONENT!!



BACK HEEL PASSING

TURN THE JOYSTICK TO THE RIVERSE DIRECTION AND PRESS THE B-BUTTON!!



VARIOUS KINDS OF SHOOTINGS

IT CHANGES DEPENDING OF THE TURNING DIRECTION OF THE JOYSTICK! MAKE SURE OF THE OTHER SHOOTING BY YOURSELF!!



OVER HEAD KICKING

SHOOT THE BALL TO THE BACK DIRECTION!!



JUMPING VOLLEY

DIRECTLY VOLLEY-KICK, WHILE JUMPING HORIZONTALLY!!

SELECTION METHOD WHEN A MULTI-PLAYER GAME IS PLAYED

★WHEN SELECTING DIFFERENT NATIONAL FLAGS,
A PLAYER-AGAINST-PLAYER GAME CAN BE PLAYED!

★WHEN SELECTING A SAME NATIONAL FLAG,
A COMPETING-AGAINST-COMPUTER GAME CAN BE PLAYED!

TAITO
TAITO CORPORATION

ADJUSTMENT ON GAME PC BOARD (EURO CHAMP G25 00679A)

3P CONNECTOR

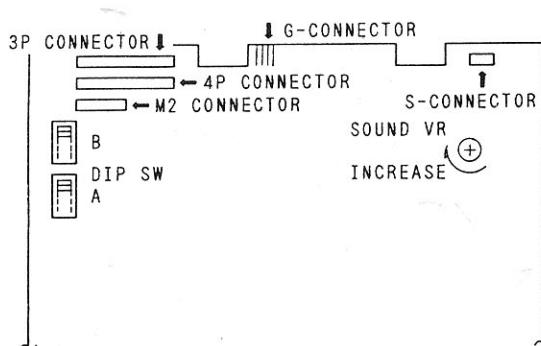
1	COIN 3
2	3P SELECT
3	3P LEFT
4	3P RIGHT
5	3P UP
6	3P DOWN
7	3P A-BUTTON
8	3P B-BUTTON
9	
10	
11	SERVICE
12	COIN METER 3
13	LOCKOUT 3
14	GND
15	GND

4P CONNECTOR

1	COIN 4
2	4P SELECT
3	4P LEFT
4	4P RIGHT
5	4P UP
6	4P DOWN
7	4P A-BUTTON
8	4P B-BUTTON
9	
10	
11	
12	COIN METER 4
13	LOCKOUT 4
14	GND
15	GND

G-CONNECTOR (JAMMA)

SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
POST	H	7	POST
COIN METER 2	J	8	COIN METER 1
COIN LOCKOUT 2	K	9	COIN LOCKOUT 1
SPEAKER (-)	L	10	SPEAKER (+)
SOUND GND	M	11	SOUND
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	
COIN 2	T	16	COIN 1
2P SELECT	U	17	1P SELECT
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P A-BUTTON	Z	22	1P A-BUTTON
2P B-BUTTON	a	23	1P B-BUTTON
	b	24	
	c	25	
GND	e	27	GND
GND	f	28	GND



★ CONTROL OF THIS GAME USES ONE 8-WAY JOYSTICK AND TWO BUTTONS.

NOTE) BEFORE CHANGING THE SETTING OF DIP SWITCH,
TURN THE POWER OFF.

◇ SETTING OF DIP SWITCH-A

(*) : FACTORY SETTING

SETTINGS		POSITIONS							
		1	2	3	4	5	6	7	8
GAME OVER-TYPE IN VS GAME	* BOTH TEAMS' GAME ARE OVER	OFF							
	LOST TEAM'S GAME IS OVER	ON							
SCREEN ROTATION	* NORMAL		OFF						
	REVERSE		ON						
TEST MODE	* NORMAL GAME			OFF					
	TEST MODE			ON					
ATTRACT SOUND	* WITH				OFF				
	WITHOUT				ON				
PLAY PRICING COIN A	* 1 COIN 1 PLAY					OFF	OFF		
	2 COINS 1 PLAY					ON			
	3 COINS 1 PLAY					OFF			
	4 COINS 1 PLAY					ON			
PLAY PRICING COIN B	* 1 COIN 2 PLAYS						OFF	OFF	
	1 COIN 3 PLAYS						ON		
	1 COIN 4 PLAYS						OFF		
	1 COIN 6 PLAYS						ON	ON	

◇ SETTING OF DIP SWITCH-B

SETTINGS		POSITIONS							
		1	2	3	4	5	6	7	8
GAME DIFFICULTY EASY (A) → DIFFICULT (D)	* RANK B	OFF	OFF						
	RANK A	ON							
	RANK C	OFF							
	RANK D	ON							
LENGTH OF PERIOD	* 2 MIN.			OFF	OFF				
	3 MIN.			ON					
	2.5 MIN.			OFF					
	1.5 MIN.			ON					
GAME TYPE	* 2P GAME				OFF	OFF			
	4 SLOTS 4P GAME				ON				
	2P GAME × 2				OFF				
	2 SLOTS 4P GAME				ON				
CONTINUE	* WITH						OFF		
	WITHOUT						ON		